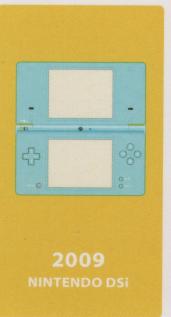
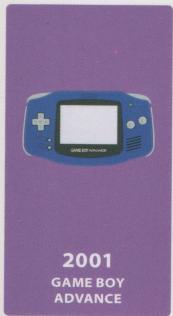
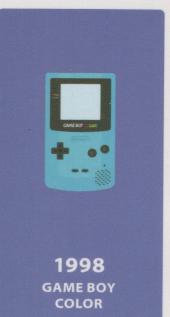
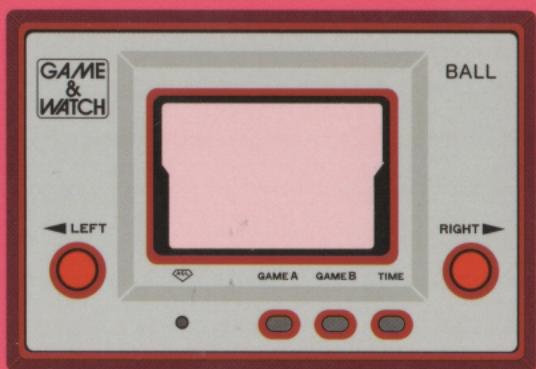


Nintendo®

HISTORY OF HANDHELD SYSTEMS





GAME & WATCH™ - BALL

1980

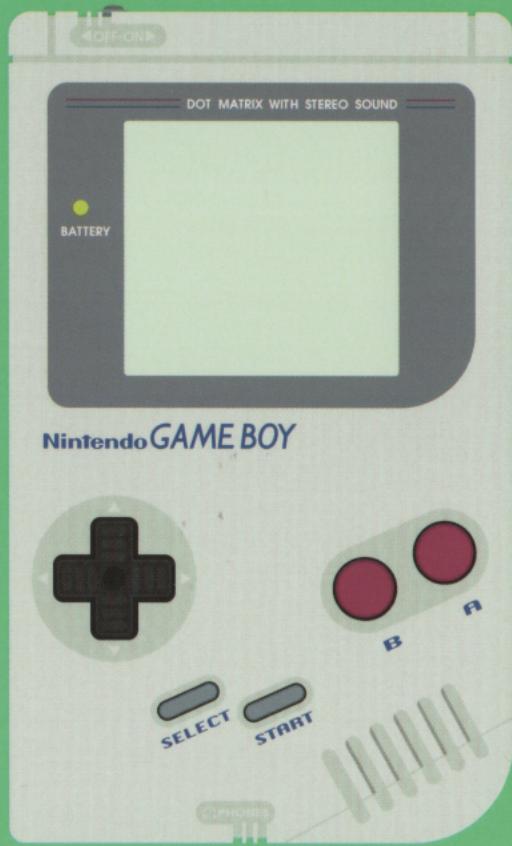
Color Variation



Game & Watch was the first consumer product sold by Nintendo of America Inc. Featuring a simple minigame with flip-book style graphics played on a single color LCD screen, Ball was the debut game of the series and featured a character called Mr. Game & Watch. Over its 11 year history, Game & Watch evolved to include several models such as Wide Screen, Panorama, Tabletop, Multi Screen, and Micro Vs. System, and games that featured classic Nintendo characters such as Donkey Kong™, Mario™, and Link™. True to its name, Game & Watch systems included a clock and alarm function.

In 2011, Club Nintendo released an exclusive reproduction of Game & Watch: Ball as a member Reward.





GAME BOY™

1989

Color Variation



Game Boy was Nintendo's very first handheld cartridge-based video game system. Created by the same team that developed the Game & Watch series, this 8-bit system with monochromatic display was originally bundled with the legendary Tetris™ game.

The Game Boy system was inducted into the National Toy Hall of Fame in 2009.





GAME BOY™ POCKET

1996

Color Variation



Red



Yellow



Green



Black



Silver



Clear

Smaller, lighter, and requiring fewer batteries than the original Game Boy model, the Game Boy pocket had a bigger, higher contrast screen that was true black and white. The original version did not have a battery indicator LED to warn the user when the batteries were running low, but this feature was soon added.

The Game Boy pocket system came in various colors, and played the same version of software as the original Game Boy model.





GAME BOY™ COLOR

1998

Color Variation



The Game Boy Color system was the first Game Boy product to feature a color display, capable of displaying 56 colors simultaneously from its palette of 32,768. It was also the first handheld system to be backward compatible, thus taking advantage of the original Game Boy system's vast existing library of games.

The Game Boy Color games were distinguished from original Game Boy games by transparent cartridge housing. Its processor clock speed was twice as fast as the original Game Boy system, and it had four times as much memory. It also included an infrared communications port for wireless linking.





GAME BOY™ ADVANCE

2001

Color Variation



The 32-bit Game Boy Advance system was the only full-sized Game Boy system to be configured with a horizontal design, locating the control buttons to the sides of the display rather than below. It included backward compatibility with the Game Boy and Game Boy Color games, and by pressing the L or R Buttons, a player could toggle between the original screen ratio of 160 x 144 pixels and the new 240 x 144 ratio used for Game Boy Advance games.

The Game Boy Advance system was the last design to use non-rechargeable batteries and a non-illuminating display.

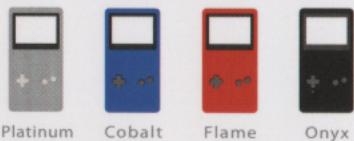




GAME BOY™ ADVANCE SP

2003

Color Variation



Platinum

Cobalt

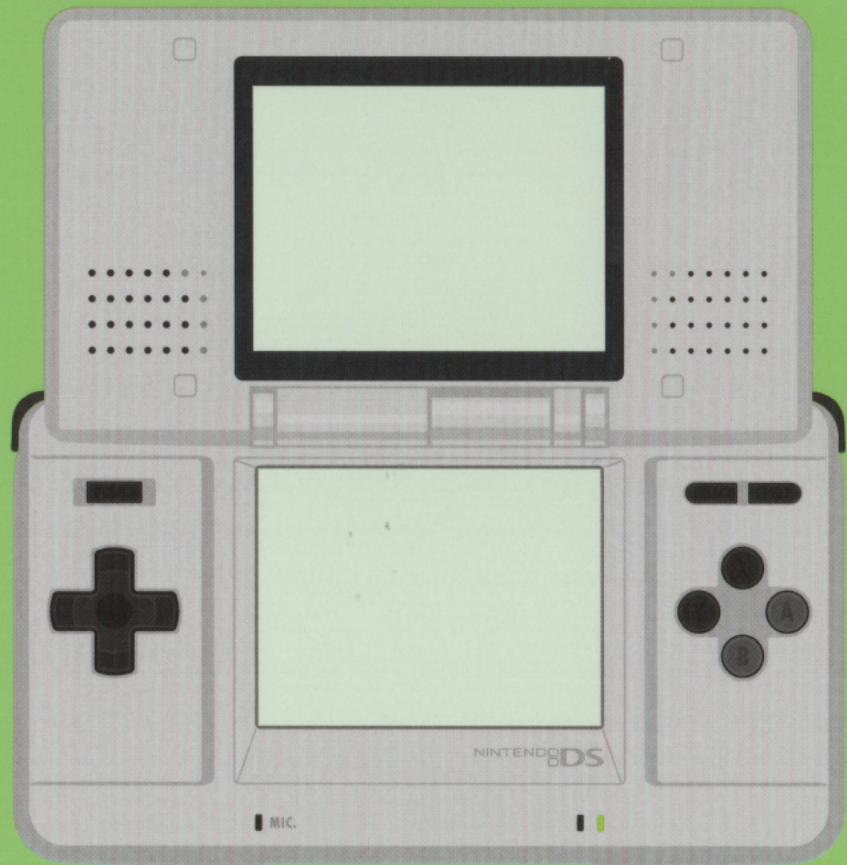
Flame

Onyx

Featuring a clamshell design and front-loading cartridge slot, the Game Boy Advance SP system was the last full-sized model in the Game Boy product line. The headphone jack, which had been included on all previous Game Boy models was removed, and an adapter was provided to convert an expansion connector into a headphone jack. A rechargeable battery and a built-in display light were also added. A later back-lit model featured a brightness control switch.

The Game Boy Advance SP system was fully compatible with original Game Boy and Game Boy Color games, and users could toggle between screen ratios of 160 x 144 pixels to 240 x 144 pixels.





NINTENDO DS™

2004

Color Variation



Titanium



Electric Blue



Hot Rod Red

The first model in the Nintendo DS line, the Nintendo DS system introduced an innovative dual LCD screen design within a folding clamshell casing. The lower screen was touch-sensitive, thus allowing input with its own stylus. It also featured voice recognition with a built-in microphone, Wi-Fi connectivity, and a first for Nintendo handheld systems, stereo speakers that could provide virtual surround sound, depending on the game.

Nintendo DS was also backwards compatible with Game Boy™ Advance games. The smaller Nintendo DS Game Cards fit into a top slot, and Game Boy Advance games fit into bottom slot on the system.

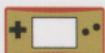




GAME BOY™ MICRO

2005

Color Variation



Famicom
(Retro)



Black



Silver

The Game Boy micro system, so called because of its small size, was the last system of the Game Boy line. It featured a backlit screen with brightness control, volume control, and a removable face plate that allowed for design interchangeability.

The Game Boy micro system was compatible with Game Boy Advance games, including Game Boy Advance Video Game Paks.





NINTENDO DS™ LITE

2006

Color Variation



Polar White



Ice Blue



Coral Pink



Onyx



Metallic Silver



Metallic Rose



Crimson / Black

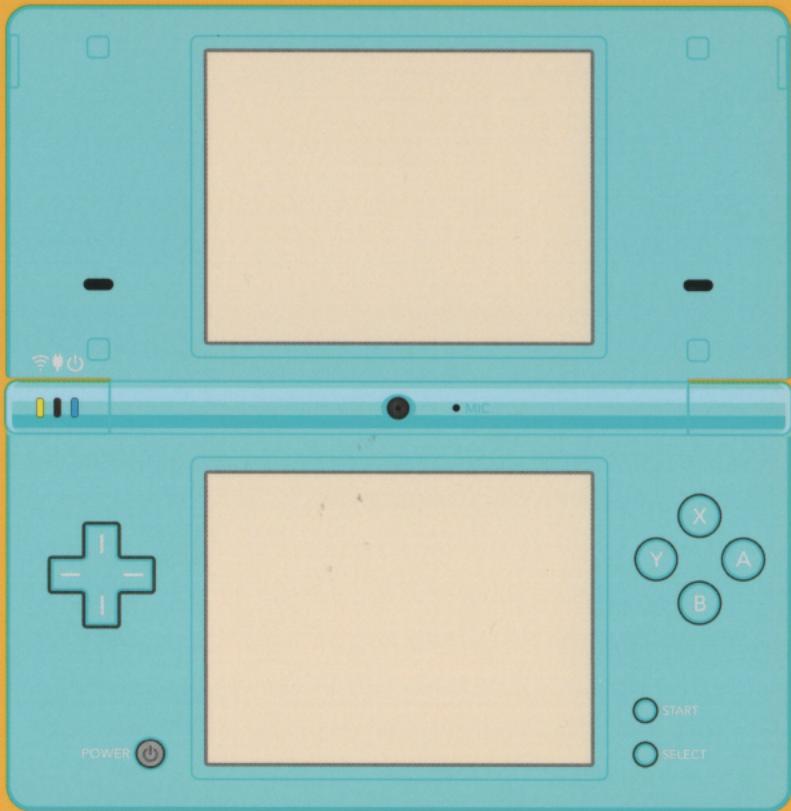


Cobalt / Black

The Nintendo DS Lite system is a smaller, slimmer version of the original Nintendo DS, featuring brighter, adjustable screens, improved battery life, a larger stylus, and a cartridge slot cover to protect the game cartridge connection from contaminants.

Many special edition themes were released for this model, including Pokémon™, The Legend of Zelda™, nintendogs™, and even a Seattle Mariners version only available at Safeco Field!





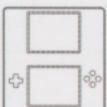
Color Variation



Black



Blue



White



Pink

The Nintendo DSi system debuted two digital cameras, one front-facing and one rear-facing, as well as a slot for an SD card, which is available separately. Also newly added to this system was an extra brightness level, and multi-functional power button that controlled resetting, returning to the main menu, or shutting the system down.

Similar to the Wii™ console, Nintendo DSi includes a menu system offering access to built-in applications such as Nintendo DSi Sound to play and edit music and recorded sounds, Nintendo DSi Camera to manipulate photos, and connection to Nintendo DSi Shop for access to Nintendo DSiWare™, downloadable games and applications.



NINTENDO DSi XL™

2010

Color Variation



Bronze



Burgundy



Midnight
Blue



Metallic
Rose

A larger version of the Nintendo DSi™ system, the Nintendo DSi XL system features two extra large 4.2-inch wide, ultra bright LCD screens. The larger screen size enables users to enjoy a wider viewing angle, thus allowing the possibility of sharing the game experience with family and friends looking on.

The system also comes with a larger pen-like stylus, three pre-installed titles (Brain Age™ Express: Math, Brain Age™ Express: Arts & Letters and Photo Clock), plus the Nintendo DSi Browser and Flipnote Studio™ applications.





Color Variation



Aqua Blue



Cosmo Black



Flame Red

The Nintendo 3DS system is a breakthrough in portable entertainment systems, literally adding a new dimension to gaming. Featuring a stereoscopic 3D display on the upper screen, which allows for gameplay featuring real 3D graphics with no need for special glasses, objects within the game have a feeling of space and depth that extends far into the back of the screen. Unique gameplay mechanics include a built-in motion sensor and gyro sensor that react to the motion and tilt of the system, for instant response when playing compatible Nintendo 3DS games. It also features enhanced graphics, robust wireless connectivity, and built-in software such as the Mii Maker™ application, StreetPass™ Mii Plaza™, Face Raiders™, and AR Games™ that presents an amazing augmented reality gaming experience.

Nintendo 3DS is backward compatible with Nintendo DS™ series software, including Nintendo DSi™ software.

